

**AMENDMENTS TO THE CLAIMS**

Claims 1-7 (Canceled)

8. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, said command display presented on the display screen, said command display for commanding a prescribed operation to the game player; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector, and configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

9. (Previously presented): A game apparatus according to claim 8, wherein  
the command mark contains a command of a specific operation;

the control unit judges at a timing that the command mark arrives at said one of  
the positions whether or not the game player has responded as commanded.

10. (Previously presented): A game apparatus according to claim 8, wherein  
the operation device is to be operated by the game player in the game player's  
hand; and

said plurality of positions are configured to be displayed at locations where the  
game player can operate the control unit with himself positioned at the center.

11. (Previously presented): A game apparatus according to claim 9, wherein  
the operation device is to be operated by the game player in the game player's  
hand; and

said plurality of positions are configured to be displayed at locations where the  
game player can operate the control unit with himself positioned at the center.

12. (Previously presented): A game apparatus according to claim 8, wherein  
the light emitter is configured to be put on a part of the body of the game player;  
and

said plurality of positions are configured to be displayed at locations where the  
game player can operate the control unit with himself at the center.

13. (Previously presented): A game apparatus according to claim 9, wherein the light emitter is configured to be put on a part of the body of the game player; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

14. (Previously presented): A game apparatus according to claim 10, wherein the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

15. (Previously presented): A game apparatus according to claim 11, wherein the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

16. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a judgment result is displayed near the position of the appearance position.

17. (Canceled)

18. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to allocate operation sound to said plurality of positions, wherein the operation sound is different for each position.

19. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to temporarily prohibit an operation of responding to one selected position, and to display that responding to the one selected position is prohibited.

20. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector;

wherein a plurality of positions to which the game player can respond is configured to be displayed on the display screen;

an operation of responding to one selected position in the plurality of positions is temporarily prohibited;

a light emitter is provided in the operation device operated by the game player in the hand or on a part of the body of the game player;

the position detector is configured to detect based on the detected trace of the operation device whether or not the game player has taken a specific pose and retained the pose for a prescribed period of time; and

the control unit is configured to control the game, based on a detected result of the pose.

21. (Previously presented): A game apparatus according to claim 8, wherein said plurality of positions are different from each other corresponding to a height of the game player.

Claims 22-37 (Canceled)

38. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond is configured to be displayed on the display screen; and

the control unit is configured to display to which one of said plurality of positions the operation device corresponds.

39. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;



a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a command mark is configured to appear at a preset appearance positions and to move to one of said plurality of positions; and

the control unit is configured to judge, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and to display a judgment result near said one of said positions.

40. (Previously presented): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a movement indication among plural ones of said positions is configured to be displayed; and

the control unit is configured to judge whether or not the game player has moved a given operation device along the movement indication.

Claims 41-43 (Canceled)

44. (Currently amended): A game apparatus operated by a motion of a game player ~~game player motion~~, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display at a single prescribed appearance position on [[the]] a display screen at least two command marks indicating at least two different operations ~~different from each other~~ in accordance with a rhythm of music, and to command a prescribed position to which the operation is to be carried out.

45. (Currently amended): A game apparatus operated by a motion of a game player ~~game player motion~~, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a prescribed position, and to display at a single prescribed appearance position on [[the]] a display screen at least two command marks indicating at least two different operations ~~different from each other~~ in accordance with a rhythm of music, and to indicate a path from the prescribed appearance position to the prescribed position along which the game player is to carry out the operation.

46. (Currently amended): A game apparatus operated by a motion of a game player ~~game player motion~~, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a plurality of positions, and to display a plurality of different command marks at a single prescribed appearance position on the game screen moving, in accordance with a rhythm of music, along a path to one of said plurality of positions, such that when the command marks arrive at a selected position, the game player carries out the operation as commanded by the command marks.

47. (Currently amended): A method for displaying a game operated by a motion of a game player ~~motion~~, the method comprising:

displaying on a display screen visible to said game player a plurality of command marks corresponding to movement of an operation by said game player, said command marks being displayed one by one from ~~[[an]]~~ a single initial display position in accordance with a rhythm of music, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation,

the command marks containing at least two operational commands different from each other, and an initial appearance direction thereof indicating a command of carrying out the operation to a prescribed position.

48. (Currently amended): A method for displaying a game operated by a motion of a game player ~~motion~~, the method comprising:

displaying on a display device a prescribed position,

displaying at a single prescribed initial display position on said display device a plurality of command marks corresponding to movement of an operation by said game player, said command marks initiating at said prescribed initial display position in accordance with rhythm of music and moved along a track to the prescribed position,

the command marks containing at least two or more different operational commands ~~different from each other~~, the movement track commands movement of an operation to the prescribed position, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation.

49. (Currently amended): A method for displaying a game operated by a motion of a game player ~~motion~~, the method comprising:

displaying on a display screen a plurality of positions corresponding to possible positions of an operation by said game player,

displaying a plurality of different command marks at a single prescribed initial appearance position in accordance with a rhythm of music, said plurality of command marks being moved along respective paths to respective selected positions,

commanding the game player to move in a prescribed manner in accordance with each of said command marks when said command marks arrive at said respective selected positions, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation.

Claims 50-51 (Canceled)

52. (Previously presented) A game apparatus operated by motions of a game player opposed to a display screen comprising:

an operating means to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions; and

a control unit for controlling a game, based on the detected trace of the operation.

53. (Currently amended): A game apparatus operated by a motion of a game player ~~motion~~, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display at a single prescribed appearance position on [[the]] a display screen at least two command marks indicating at least two movements different from each other in accordance with a rhythm of music, and to command a prescribed position to which the operation is to be carried out.

54. (Currently amended): A game apparatus operated by a motion of a game player ~~motion~~, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a prescribed position, and to display at a single prescribed appearance position on [[the]] a display screen at least two command marks indicating at least two movements different from each other in accordance with a rhythm of music, and to indicate a path from the prescribed appearance position to the prescribed position along which the game player is to carry out the movement.

55. (Currently amended): A game apparatus operated by a motion of a game player ~~motion~~, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a plurality of positions, and to display a plurality of different command marks at a single prescribed appearance position on [[the]] a game screen moving, in accordance with a rhythm of music, along a path to one of said plurality of positions, such that when the command marks arrive at a selected position, the game player carries out the movement as commanded by the command marks.

56. (Previously presented) A game apparatus operated by motions of a game player opposed to a display screen comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by detecting a plurality of successive spatial positions of the movement by the game player and connecting said plurality of detected positions; and

a control unit for controlling a game, based on the detected trace of the movement.

57. (New) A game apparatus operated by motions of a game player opposed to a display screen comprising:

an operating means to be operated by the game player; and

a position detector for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions.